

JUHO RUUTTUNEN

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Animation + rigging



Maya



Blender



3ds Max

Motion capture



Motive



Motionbuilder

Game Engines

- implementing animations
 - state machines
 - IK and other systems
 - scripted events
- solving issues



In-house



Unreal Engine

Portfolio



<https://karetar.net/portfolio>

Järvenpää, Finland

jho@karetar.net

EDUCATION

Designer, 3D-animation and -visualization

Metropolia UoAS, Bachelor's degree 2006 - 2011

4 year Degree Programme in 3d animation and visualization.

The degree included the fundamentals of 3d art as well as traditional art like design, color theory and drawing.

WORK EXPERIENCE

Senior Animator

Frozenbyte Oy 2012-2022

Mainly focused on gameplay animations and rigging, but also Cinematic animations and both acting in motion capture and Retargetting and using the captured data in animations.

Led a team for the project "Boreal Blade" in 2017-2020.

Also took part in other supervisory tasks like reviewing salaries, work applications and attended job interviews.

Shipped games: Trine 2 (2009)

Animations added in an update

Trine 2: Goblin Menace (2012)

Animating, Rigging

Trine 3: Artifacts of Power (2016)

Animating, Rigging, Mocap acting

Shadwen (2016)

Animating, Rigging, Mocap acting

Trine 4: The Nightmare Prince (2019)

Animating, Rigging, Mocap acting

Boreal Blade (2020)

Project lead, Animating, Rigging, Mocap acting

Starbase (2021)

Animating, Mocap acting

Trine 5: A Clockwork Conspiracy (2023)

Mocap acting

Junior Graphic Designer

Sulake Corporations

2011-2012

I worked as a pixel artist, developing Habbo Hotel. I designed and created characters, pets, furniture and other assets. The work was mostly done in Photoshop, but there were also many in-house software tools that I used.

Shipped games: Habbo Hotel

(2000)

3D modeller

SenseTrix Oy

2008-2010 (part time)

I modelled, textured, animated and did everything needed to have 3D models that were used in a game-engine-like software. Mostly I used 3DS Max and Photoshop.
The work was part time, during which I studied at Metropolia.

Languages

Finnish	native
English	excellent
German	basic
Swedish	basic

Hobbies

- Ice hockey (goalie)
- Comics (drawing and reading)
- All kinds of games (sports, computer, boardgames...)

See samples of my work at <https://karetar.net/portfolio>